

**S**pace , ( Kerning ] !

spacing available  
limited space available  
( tracking ]

Tall  
Short  
( vertical scale ]

H<sup>I</sup>G<sup>H</sup>L<sup>I</sup>G<sup>H</sup>T ( BASELINE  
SHIFT ]

**WIDE LOAD**  
( horizontal scale ]

A Different  
*SLANT*  
( *SKEW ( FALSE ITALIC )* ]